

AMENDMENTS TO THE ABSTRACT:

A game apparatus includes, for example, a CPU, and a ROM ~~and~~ and/or a RAM for
executing and storing game programs and game program backup data, which are integrated in a
cartridge housing that may be detachably loaded into the game apparatus. The ROM stores a
plurality of game programs, and the RAM The RAM has multiple pre-allocated backup game
data storing storage areas for the respective use by different game programs during their
respective execution including a single-player game backup data area, a multi-player game
backup data area and a shared backup data storing storage area. The shared backup data storing
storage area is written with shared gameplay provided for storing information that is utilized
accessible in common by a plurality of games[[.]], and separate game backup data storage areas
are provided for each of the single-player version of a game and the multi-player version of a
game. When If a predetermined game condition is accomplished as a result of gameplay during
progress of a game by an operator playing a game started from one of the plurality of stored
game programs, the CPU writes information relating to the predetermined accomplished
condition to the shared backup data storage area and to the backup data storage areas for both the
single-player game version and the multi-player game version a backup area corresponding to
the started particular game program and also writes the same information to a backup area of at
least one other game program that was not yet started by the operator in progress in which the
condition was accomplished.